

REMARKS

Applicant respectfully traverses and request reconsideration.

Applicant respectfully resubmits proposed amendments originally offered in response to the final Office Action, filed November 4, 2002. The Examiner previously noted claims 2-11, 13, 17-19 and 21-22 as allowable over the prior art of records.

Applicant further respectfully requests the entrance of added claims 21 and 22 and amended claims 2-3, 8-11, 13 and 17-19 as these amendments do not add any new subject matter. Furthermore, it is submitted that these Amendments are not related to patentability, but rather are a further delineation of features already inherently contained therein. Should the Examiner feel otherwise, Applicant requests an explicit statement asserting the Examiner's position. As such, it is respectfully submitted that the submitted amendments are proper and are deemed allowable as noted in the Advisory Action mailed November 19, 2002.

Furthermore, Applicant herein cancels claims 1, 12, 15-16 and 20 without prejudice. Therefore, Applicant respectfully requests passage of claims 2-11, 13, 17-19 and 21-22 to issuance.

Claim 14 stands rejected under 35 U.S.C. § 102(b) as being anticipated by U.S. Patent No. 5,574,836 issued to Broemmelsiek (hereinafter referred to as "Broemmelsiek"). Applicant respectfully submits the amendment to claim 14 to obviate several informalities, specifically adding the word "a" for the claimed step of "storing active video data at a first video memory" and inserting the memory modifier the first "video" to the claimed first video memory. It is respectfully submitted that these amendments are not narrowing in nature nor directly related to patentability, but rather already inherently contained therein. Should the Examiner feel otherwise, Applicant requests an explicit statement asserting the Examiner's position.

With regards to the Examiner's statements in the Advisory Action, Applicant respectfully resubmits that Broemmelsiek fails to disclose all of the claimed limitations of claim 14. Applicant respectfully resubmits that Broemmelsiek, among other things, fails to disclose "sending the active video data from the first video memory to a second video memory when the location of the active video window is associated with the second video memory." As previously asserted in response to the final Office Action, the Examiner provides support for the present rejection as being disclosed on col. 8, lines 34-36 which state "the microprocessor 52 then determines the new coordinates of front object 80, and draws front object 80 into frame buffer

unit 62B in its new coordinates in the same way it was drawn into the first frame buffer unit 62A.”

In the previously submitted response mailed November 4, 2002, Applicant asserted that Broemmelsiek teaches, *inter alia*, sending the active video data from the first video memory to the second video memory when an expose event occurs, but upon further detailed inspection of the disclosure of Broemmelsiek in view of the present invention of claim 14, Applicant respectfully submits that Broemmelsiek in-fact fails to disclose sending the active video data from the first video memory to the second video memory, regardless of whether an exposed event occurs.

The Examiner-cited passage of Broemmelsiek discloses that the microprocessor 52 draws the front object 80 into the second frame buffer unit 62B, which is inconsistent with the claimed limitation of “sending the active video data from the first video memory to a second video memory.” While Applicant appreciates the Examiner’s interpretation of the teachings of Broemmelsiek, it is respectfully submitted that Broemmelsiek operates in a completely different manner to produce a completely different result such that the microprocessor 52 recalculates the front object 80 when it is determined that an expose event occurs.

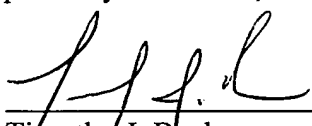
The claimed present invention of claim 14 provides for sending the active data from the first memory to the second memory instead of having the processor redraw the front object, or the object currently stored within the first frame buffer. In further support of the Applicant’s position, the Examiner is directed to page 5, the final three sentences of the second full paragraph that provides “portion of the memory 322 will be sent to the adapter 330 using a transfer technique, such as a DMA transfer.” Further providing support, the beginning of the paragraph starting on page 5 and concluding on page 6 and the first full paragraph on page 6 of the present specification provides further support for the claimed limitation of “sending the active video data from the first video memory to the second video memory”, wherein Broemmelsiek teaches, *inter alia*, redrawing or reprocessing the front image 80 into a second frame buffer.

As such, Applicant respectfully request reconsideration and withdrawal of the present rejection regarding claim 14 in view of Broemmelsiek and that passage of claim 14 to issuance.

Attached hereto is a marked-up version of the changes made to the claims by the current amendment. The attached page is captioned: “Version with Markings to Show Changes Made.”

Accordingly, Applicant respectfully submits that the claims are in condition for allowance and that a timely Notice of Allowance be issued in this case. The Examiner is invited to contact the below-listed attorney if the Examiner believes that a telephone conference will advance the prosecution of this application.

Respectfully submitted,

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Date: December 3, 2002

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MARKED-UP VERSION TO SHOW CHANGES MADE

Cancel claims 1, 12, 15, 16 and 20, without prejudice.

Please add claims 21 and 22 to read to as follows:

21. (Added 12/3/02) A method of displaying active video on a computer system, the method comprising the steps of:

receiving at a first video graphics adapter (VGA) a first frame of active video from a video source;

rendering at least a first portion of the first frame of video at the first VGA in response to a first control signal, wherein the first control signal is a signal specifying a window location for displaying the active video; and

rendering at least a second portion of the first frame of video at a second VGA in response to a second control signal.

22. (Added 12/3/02) A method of displaying active video on a computer system, the method comprising the steps of:

receiving at a first video graphics adapter (VGA) a first frame of active video from a video source, wherein video source is at least one of the following: a video decoder and a television signal; and

displaying at least a first portion of the first frame of video at a second VGA in response to a second control signal.

Please amend claims 2-3, 8-11, 13-14 and 17-19 to read as follows:

2. (Amended) The method of claim [1] 21, wherein the first portion and the second portion are the same portion.

3. (Twice Amended) The method of claim [1] 21, wherein the step of rendering at least a first portion of the first frame of video at the first VGA includes storing the at least a first portion of the active video in a video memory associated with the first VGA.

8. (Amended) The method of claim [1] 21, wherein the first VGA is a primary VGA, and the second VGA is a secondary VGA.

9. (Amended) The method of claim [1] 21, wherein the first VGA is a secondary VGA, and the second VGA is a primary VGA.

10. (Amended) The method of claim [1] 21, wherein the first VGA and the second VGA are part of a video wall such that the first frame of active video is displayed across multiple displays simultaneously.

11. (Amended) The method of claim [1] 21 further comprising the steps of:
receiving at the second VGA a second frame of active video from a second video source;
and
rendering at least a portion of the second frame of video at the first VGA.

13. (Amended) The method of claim [12] 21 further comprising the step of storing the window location in a preference file.

14. (Twice Amended) A processing system for executing instructions, the processor system comprising instructions for:
monitoring the location of an active video window;
storing active video data at a first video memory; and
sending the active video data from the first video memory to a second video memory when the location of the active video window is associated with the second video memory.

17. (Amended) The method of claim [16] 22, wherein the video decoder is for decoding a compressed video signal.

18. (Amended) The method of claim [16] 22, wherein the method further comprises the video source sending the first frame of data over a bus local to the first VGA.

19. (Amended) The method of claim [15] 22, wherein the method further comprises storing the first frame of active video in a video memory associated with the first VGA.